

Sonic

the comic



TOUR
DATE



SONIC
THE HEDGEHOG™

JET PACK ATTACK!
SPARKSTER!



SONIC'S
GREAT
ESCAPE!

KNUCKLES -
TOTAL CHAOTIX!

KID CHAMELEON -
CHANGING FACES!



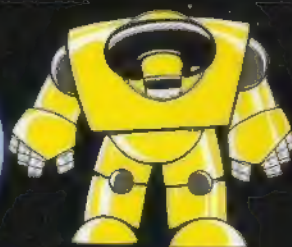
MORE
MICKEY MANIA!



HUMES
HOT ART!



CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

The humes-who-think-they're-in-charge keep telling me that all work and no play makes me a dull droid (that must make them very interesting!). For once, I've taken their advice and have decided to sample the delights of another planet for a wee change. Before I depart let me tell you what's in store this issue ...

There's hot action with **Sonic** and the gang in the first part of a great new story, **The Great Escape!** The Kid's still proving to be a real two-faced Chameleon in **Back to Reality!** **Knuckles** has his work cut out with those menacing Metallixes in **Total Chaotix**, meanwhile the Possum Power continues in **Sparskster**, **Last of the Rocket Knights!** Also, check out the Summery **Graphic Zone** and you'll find out I'm not the only one around here who's getting in the holiday spirit!

Now for some good news, and some not-so-good news! Unfortunately, from issue 58, **STC** will cost an extra 5p (boo-hiss!). It's not even due to an oil demand for us droid! Ooh no, it's down to dull hume-type things like rising paper costs, but the good news is that **STC 58** will be the start of a new-look comic. Yes, the U.K.'s Official Sega Comic will be given a face lift, proving that even the best can be improved! More will be revealed out, meanwhile, I'm off to the local garage to have my rust spots buffed (I told you that even the best can be improved!).

Megadroid

GET BUS-Y!



Time to hit the road again as the Sega 'In 2 Action Tour' gathers momentum with the steaming hot 1996 Summer Roadshow!

The fun-packed Sega Buses will be visiting holiday centres, theme parks, plus oodles of other venues around the country and the good news is ... it's FREE!

So brush up on your gameplay now and prepare to compete in the 'Sega Challenge', play the 32X games and try out all the latest Sega consoles. Just a taste of things on board! Don't forget to tell them **STC** sent you!



For Boomers wishing to find out if the Sega Bus is visiting your area, contact the number below:-

Sega Bus Hotline: 0891 555575

Make sure you have the permission of the person who pays the bill before you call. Calls are charged at 36p per minute cheap-rate and 48p per minute at all other times. OBH and Sega cannot be held responsible for last-minute changes to the schedule.

The Sega Charts

All the chart action for all the Sega systems - in every issue of **STC**.

up down non mover
re-entry new entry

CHARTS COMPILED BY GALLUP

MEGA DRIVE

- 1 — WINTER OLYMPICS
- 2 — ROAD RASH 3
- 3 — FIFA SOCCER '95
- 4 — BALLZ
- 5 — TOEJAM AND EARL 2
- 6 — ETERNAL CHAMPIONS
- 7 — PGA EUROPEAN TOUR GOLF
- 8 — MICRO MACHINES 2
- 9 — JIMMY WHITE'S WHIRLWIND SNOOKE
- 10 — THE LION KING

MEGA-CD

- 1 — GROUND ZERO TEXAS
- 2 — PITFALL
- 3 — WORLD CUP USA '94
- 4 — MICKEY MANIA
- 5 — FIFA INTERNATIONAL SOCCER
- 6 — BRUTAL: PAWS OF FURY
- 7 — SNATCHER
- 8 — REBEL ASSAULT
- 9 — HOUR STORM
- 10 — SONIC CD

MASTER SYSTEM

- 1 — BRAM STOKER'S DRACULA
- 2 — ROAD RASH
- 3 — COOL SPOT
- 4 — SONIC THE HEDGEHOG 2
- 5 — ROBOCOP U TERMINATOR
- 6 — WINTER OLYMPICS
- 7 — DESERT SPEED TRAP
- 8 — STAR WARS
- 9 — RAMPART
- 10 — SENSIBLE SOCCER

GAME GEAR

- 1 — DESERT SPEED TRAP
- 2 — JAMES BOND 2 - ROBOCOP
- 3 — SONIC THE HEDGEHOG 2
- 4 — WINTER OLYMPICS
- 5 — MICKEY MOUSE 2
- 6 — PGA TOUR GOLF 2
- 7 — STRIDER 2
- 8 — THE INCREDIBLE HULK
- 9 — BATMAN RETURNS
- 10 — F15 STRIKE EAGLE 2

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PLANET MOBIUS.

METROPOLIS ZONE CITY
HAS A NEW LANDMARK -
CITADEL ROBOTNIK!

THE TYRANT'S LEERING FACE LOOKS DOWN
ON THE CITY, A CONSTANT REMINDER OF HIS
DOMINATION OVER ALL OF PLANET MOBIUS.

WHAT IS IT,
RECEPTIONIK?

GENERALS
RUST AND BUCKET
ARE HERE TO SEE
YOU, SIR.

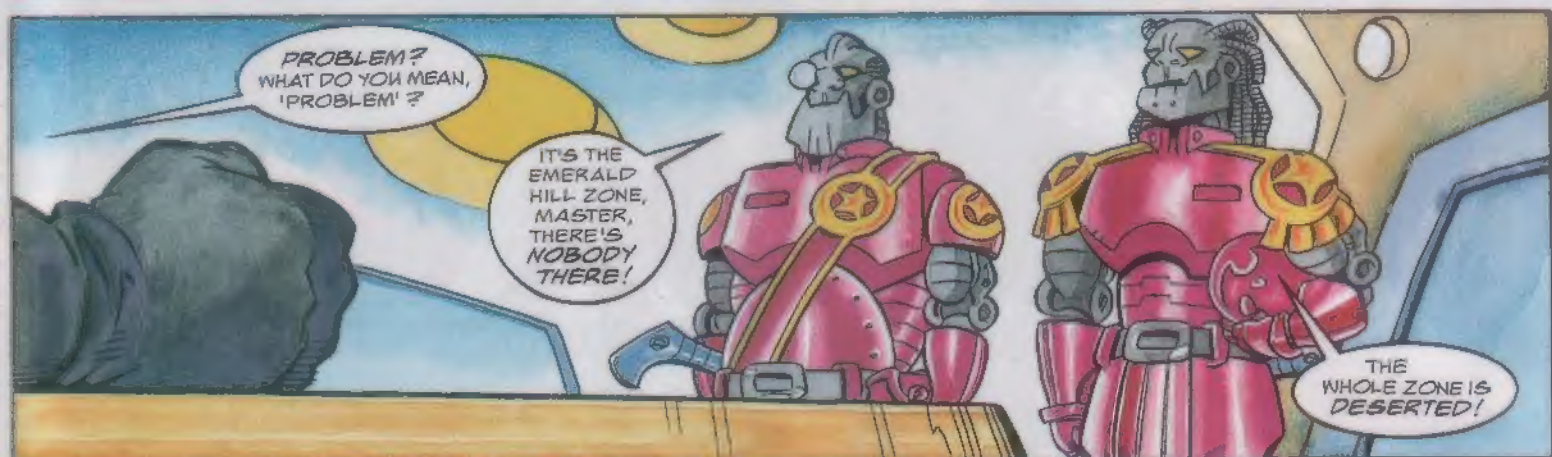
FINALLY!
SEND THEM IN AT
ONCE!

SONIC

THE HEDGEHOG

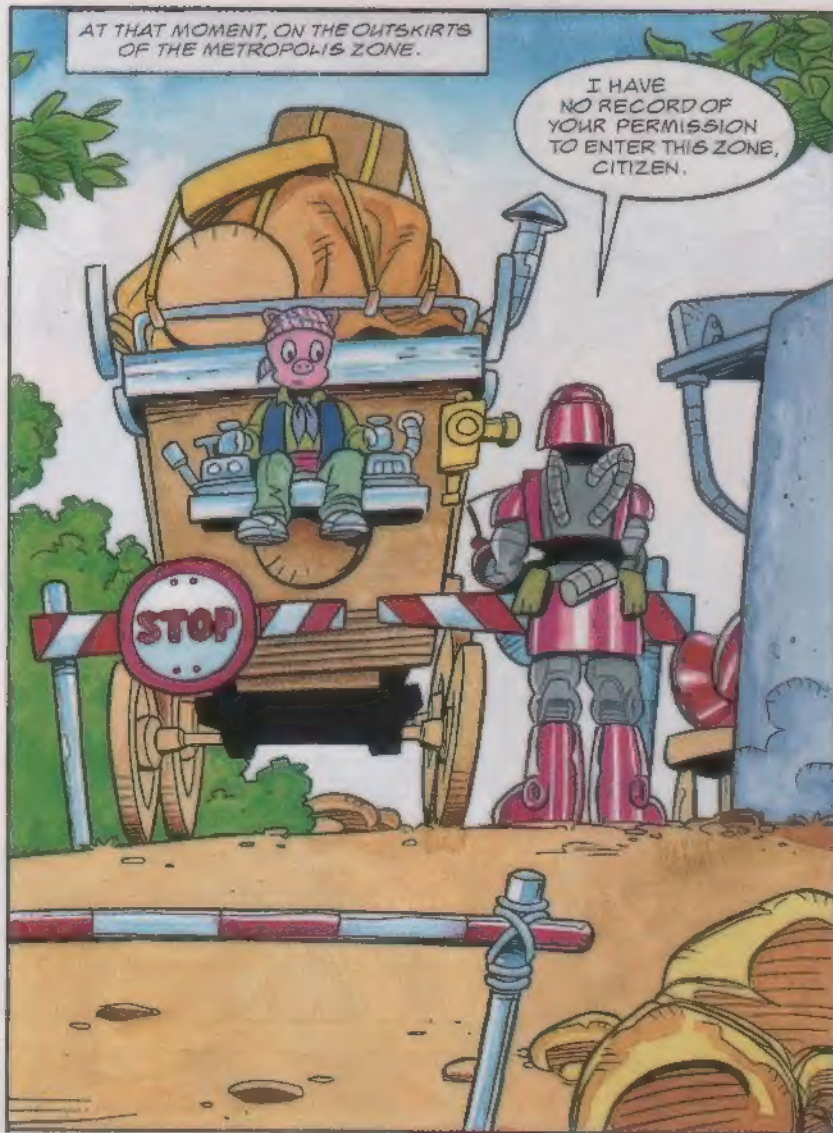
**NEW
STORY**

The Great Escape! PART 1



AT THAT MOMENT, ON THE OUTSKIRTS
OF THE METROPOLIS ZONE.

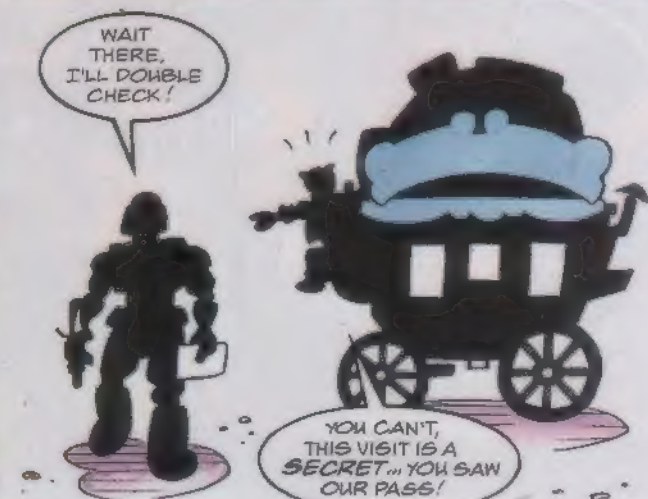
I HAVE
NO RECORD OF
YOUR PERMISSION
TO ENTER THIS ZONE,
CITIZEN.



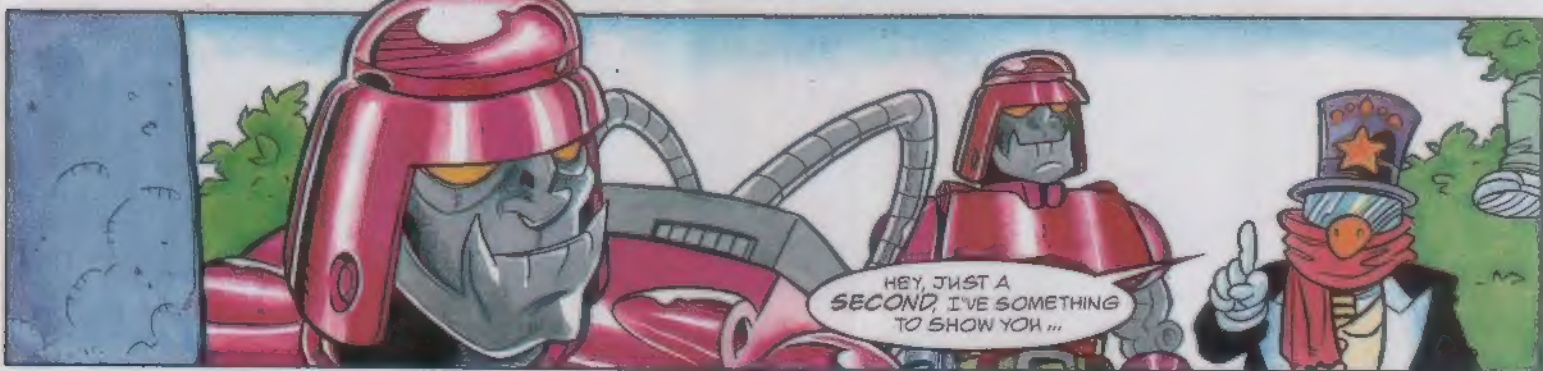
I WOULDN'T
TRY TO STOP US IF
I WERE YOU, BADNIK.
WE'RE BOOKED TO
PERFORM FOR
DOCTOR
ROBOTNIK
HIMSELF!



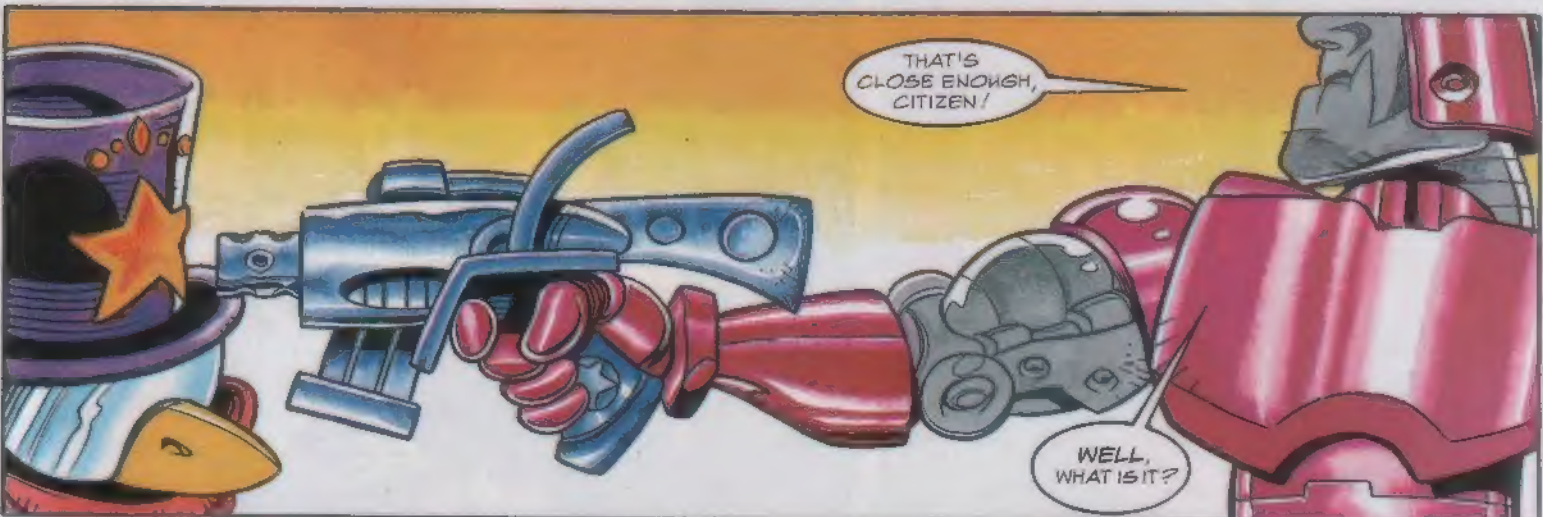
WAIT
THERE,
I'LL DOUBLE
CHECK!



YOU CAN'T,
THIS VISIT IS A
SECRET... YOU SAW
OUR PASS!

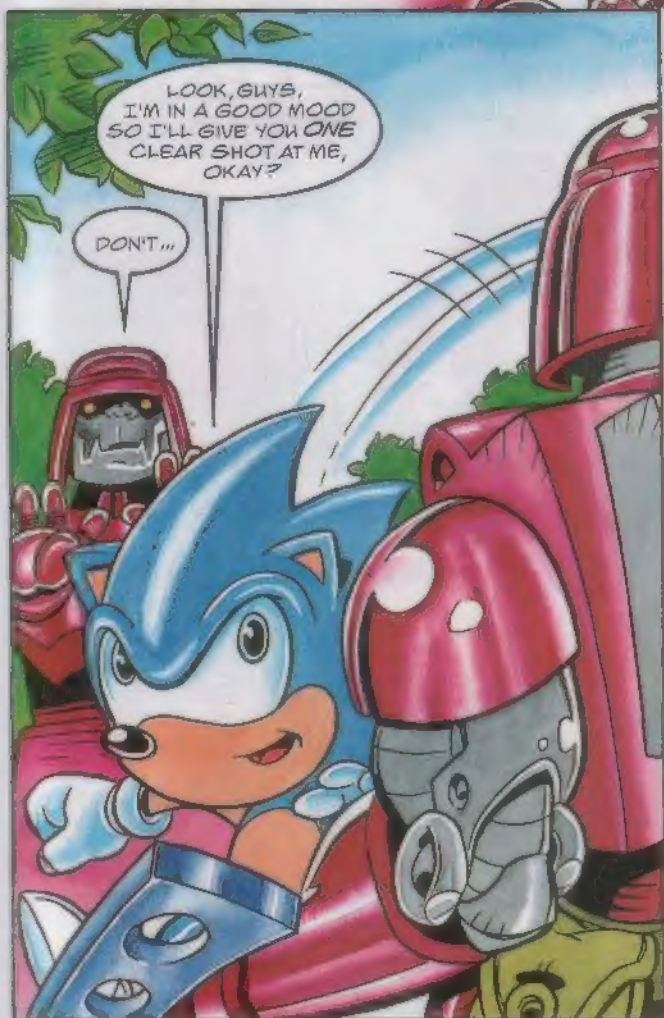
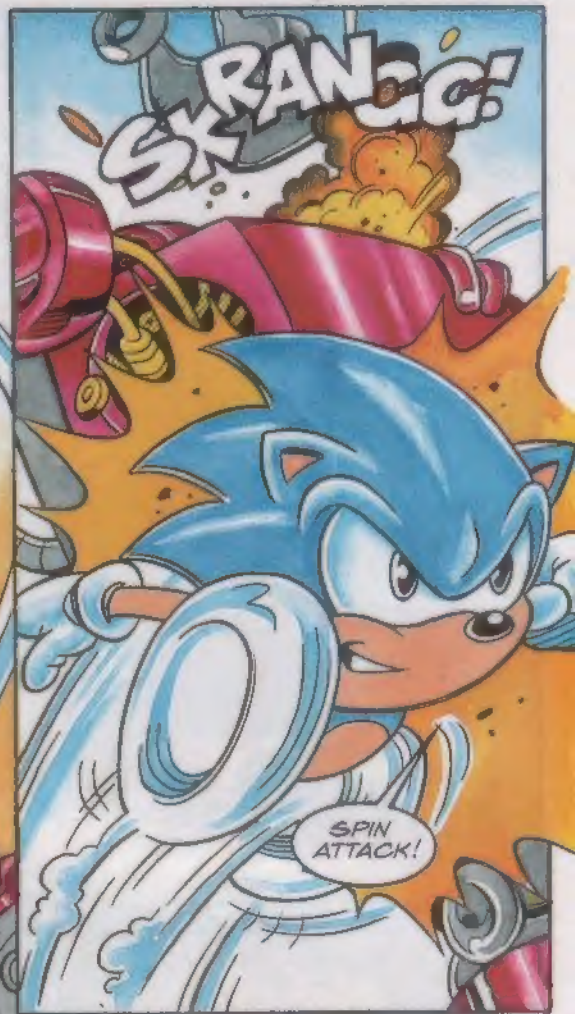
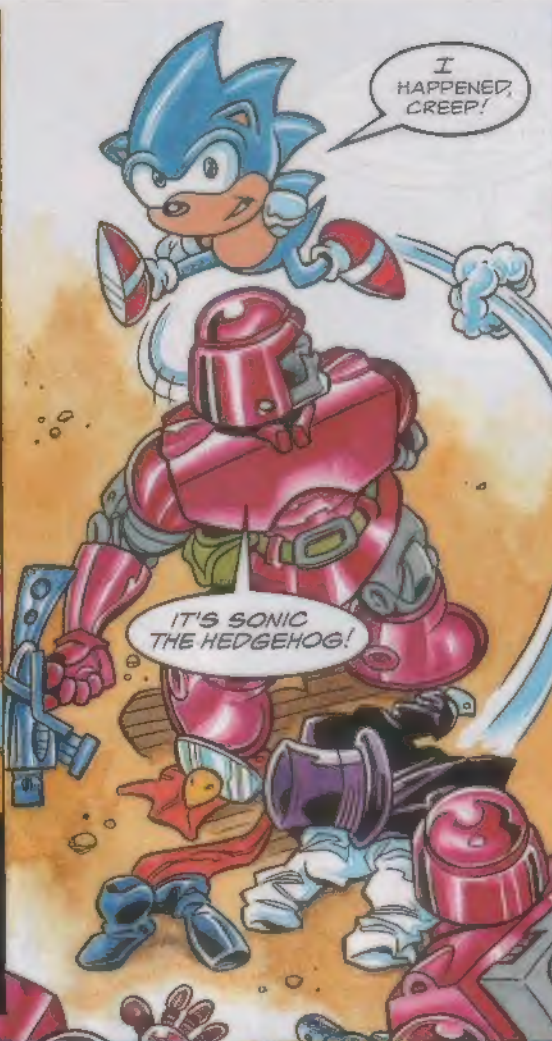
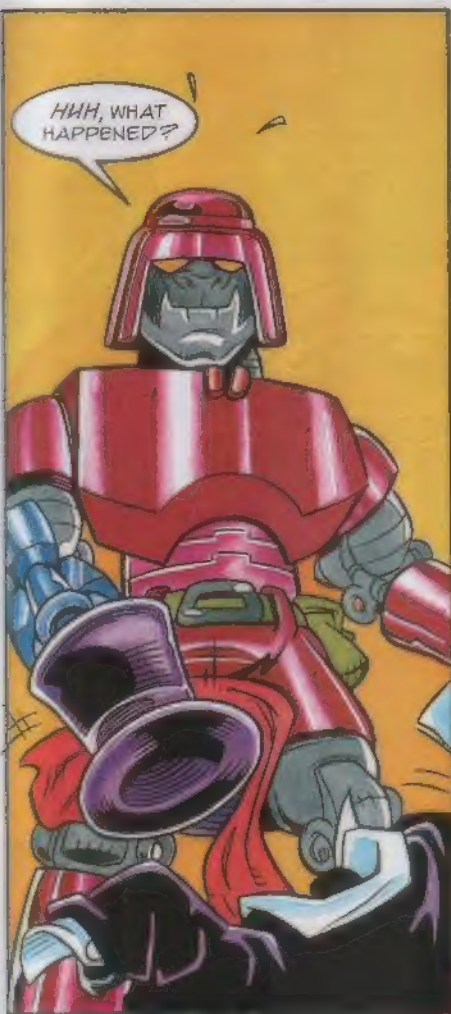


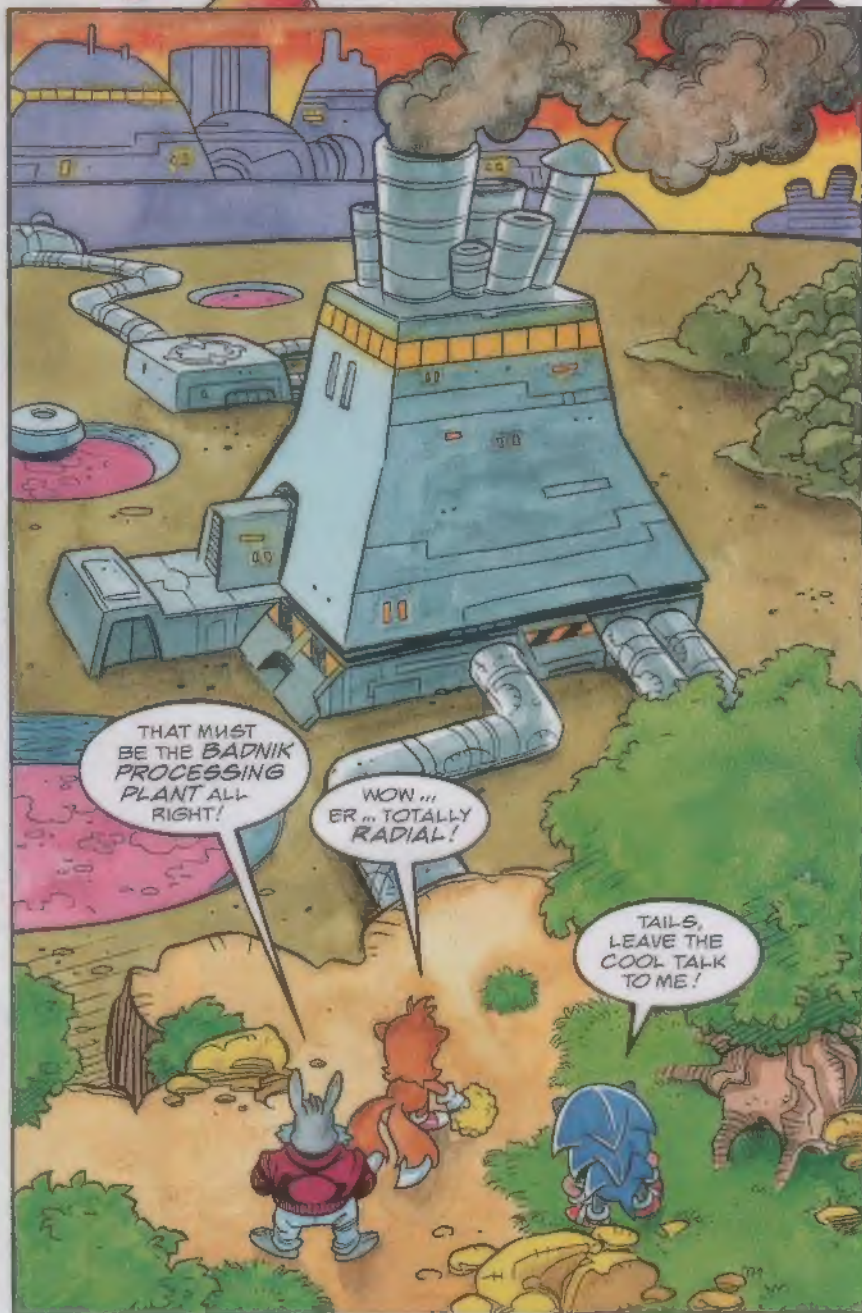
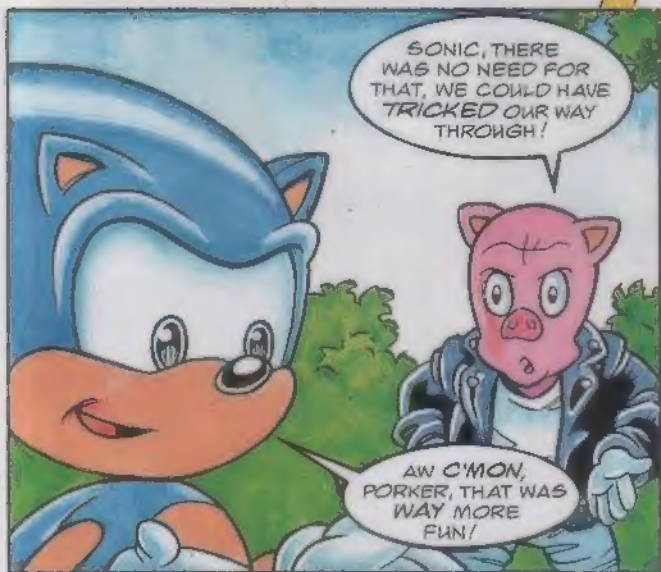
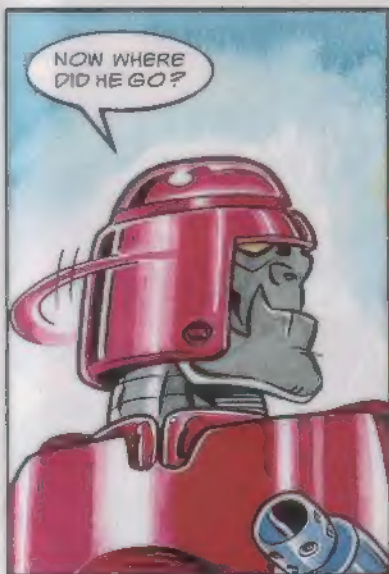
HEY, JUST A
SECOND I'VE SOMETHING
TO SHOW YOU ...

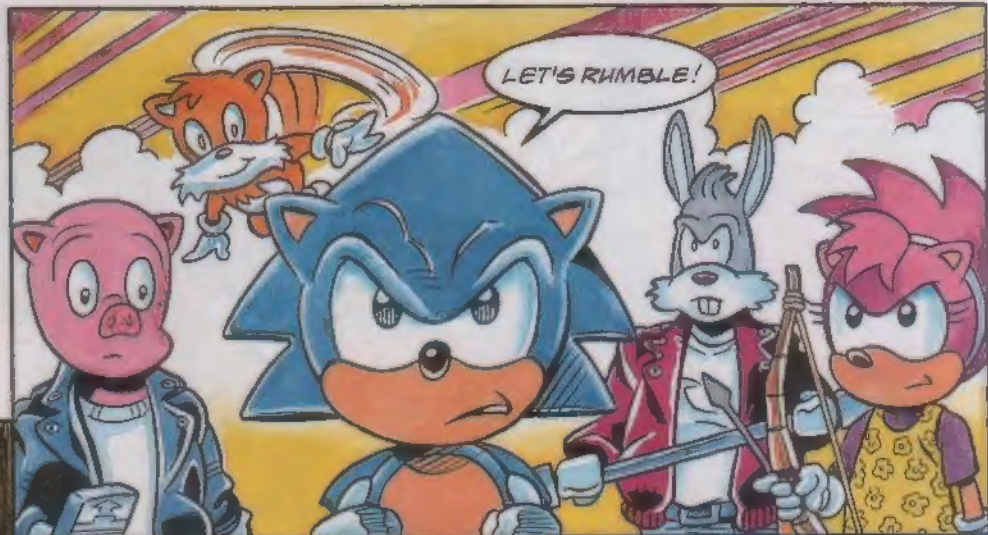


THAT'S
CLOSE ENOUGH,
CITIZEN!

WELL,
WHAT IS IT?









Graphic Zone

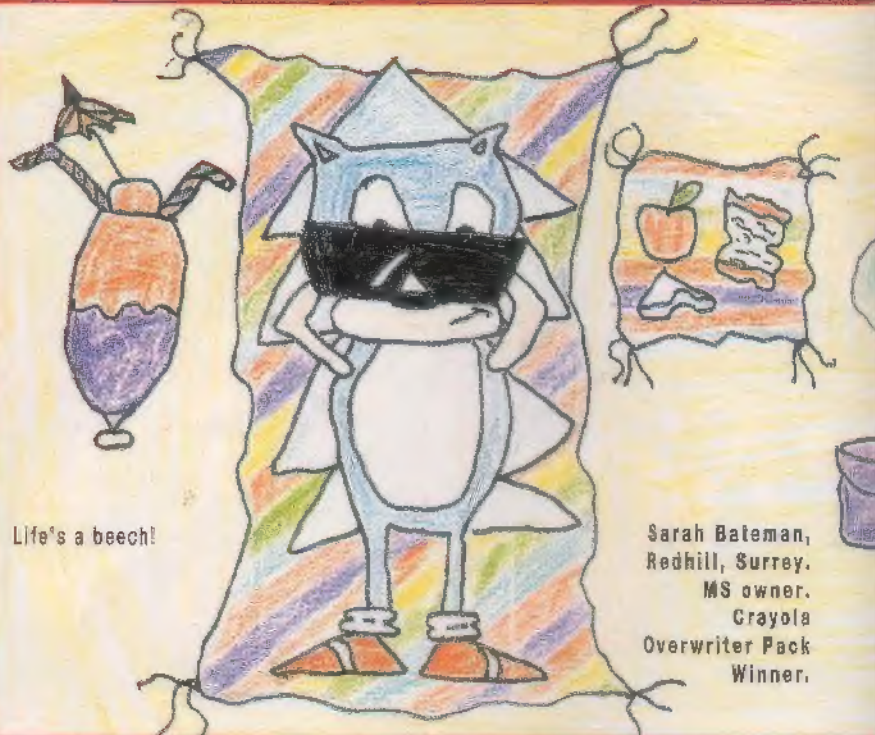
Boomers seem to have sun, sea, sand and, of course, Sonic on their minds! The following STC sun-seekers will each receive a pack of colourful Crayola Overwriter Pens. Congratulations!



I've got a luvverly bunch of coconut!



James Annandale,
S Giamorgan,
Wales. MD owner.
Crayola Overwriter
Pack Winner.



Life's a beech!

Sarah Bateman,
Redhill, Surrey.
MS owner.
Crayola
Overwriter Pack
Winner.

GUESS WHO FORGOT THE SUN-TAN LOTION?

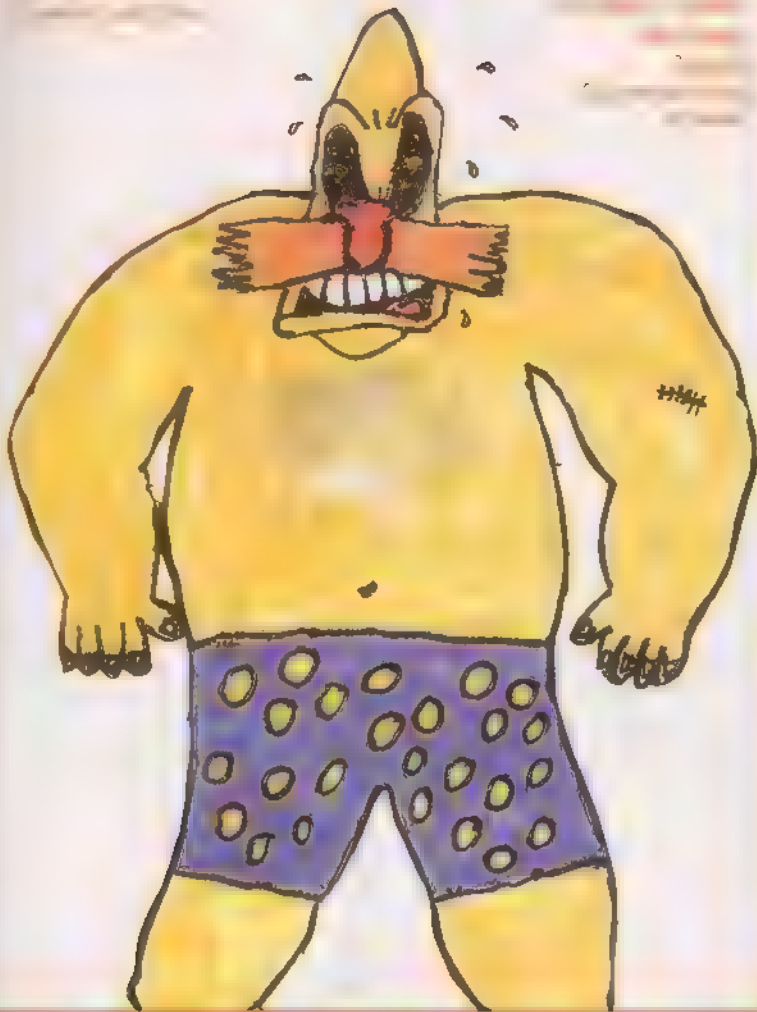


Kristopher Blyth,
Basingstoke,
Hants. MD owner.
Crayola Overwriter
Pack Winner.



Thirsty work!

Amar Badsha,
Devon.
Crayola Overwriter
Pack Winner.



David Findlay,
Kirkcaldy, Scotland.
MD owner.
Crayola Overwriter Pack
Winner.



Hope it's as good
as the Sega bus



Elizabeth Quinn,
Derbyshire, S. Wales.
MD owner.
Crayola Overwriter Pack
Winner.

Elizabeth Quinn,
Derbyshire, S. Wales.
MD owner.
Crayola Overwriter Pack
Winner.

AM BACK IN THE VIRTUAL REALITY OF WILDSIDE.
TRYING TO RESCUE MY SCHOOLMATE, BRAD. SO
FAR, SO GOOD, BUT TO GET ANY FURTHER INTO THE
GAME, I'VE GOT TO GET PAST THESE GUYS

THAT WOULDN'T BE EASY
AS A SCHOOLKID, BUT NOW
I'M NOT JUST PLAIN CASEY.
I'M KID CHAMELEON.
HERO OF MANY GUISES.

KID CHAMELEON

BACK TO THE FUTURE PART 2

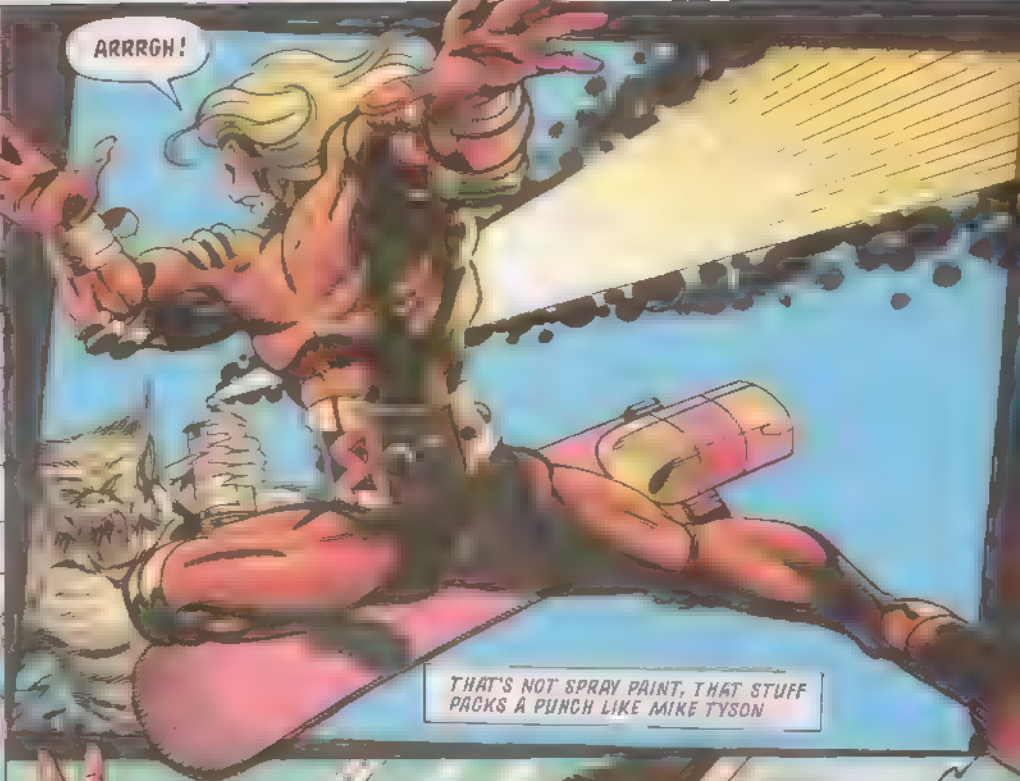
AT THE MOMENT I'M
POWERED-UP AS
SKYCUTTER AND I CAN
GO ANYWHERE!

THREE-SIXTY
LOOP THE LOOP!

DUH?
TOO FAST!

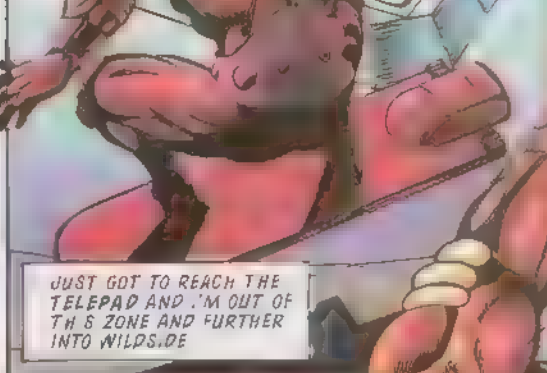


YOU CAN
SPRAY THAT AGAIN
FUR FACE!



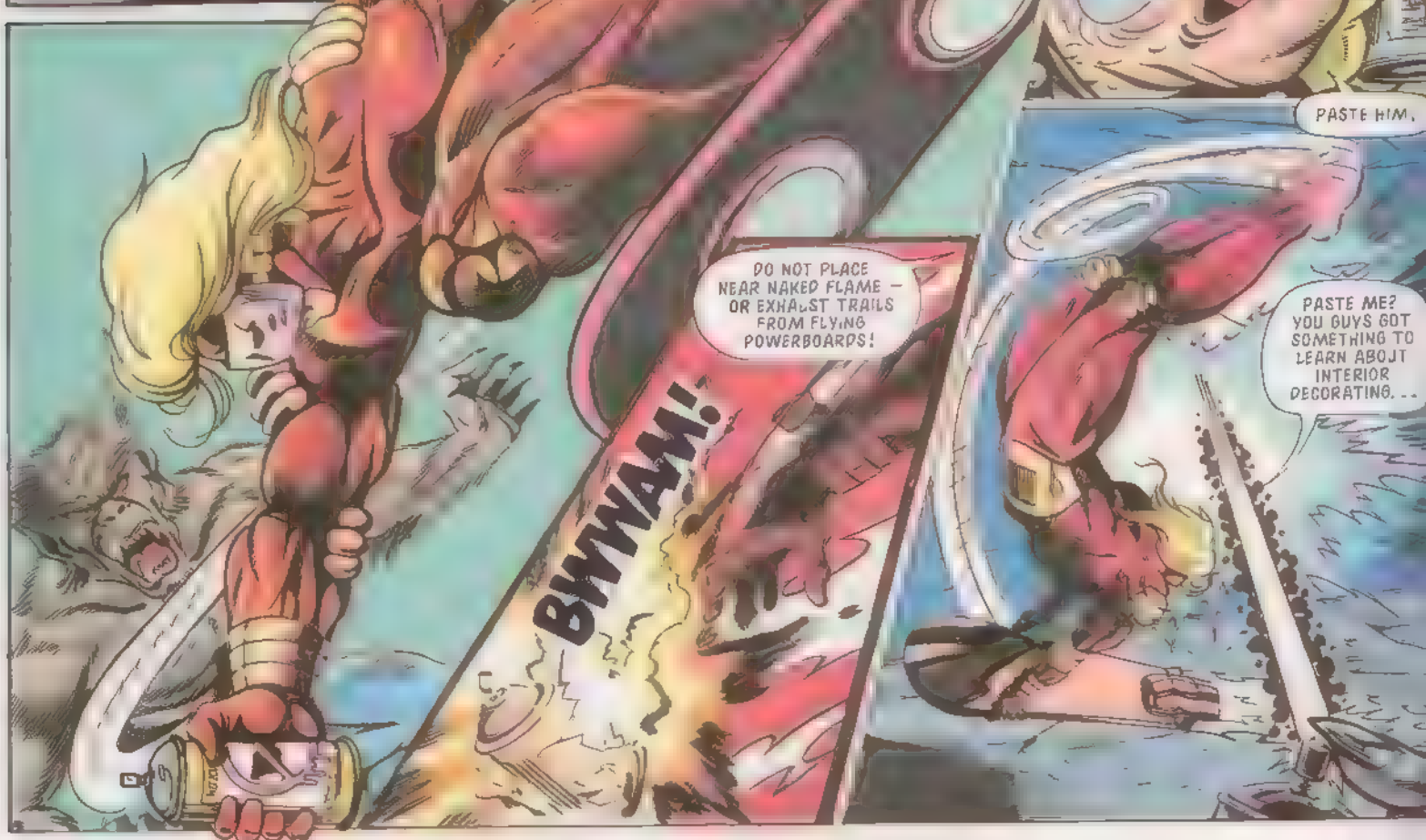
ARRRGH!

THAT'S NOT SPRAY PAINT, THAT STUFF
PACKS A PUNCH LIKE MIKE TYSON



HEY, GUYS,
DID YOU NEVER
READ THE BACK
OF THE CAN?

JUST GOT TO REACH THE
TELEPAD AND I'M OUT OF
THIS ZONE AND FURTHER
INTO WILDSIDE

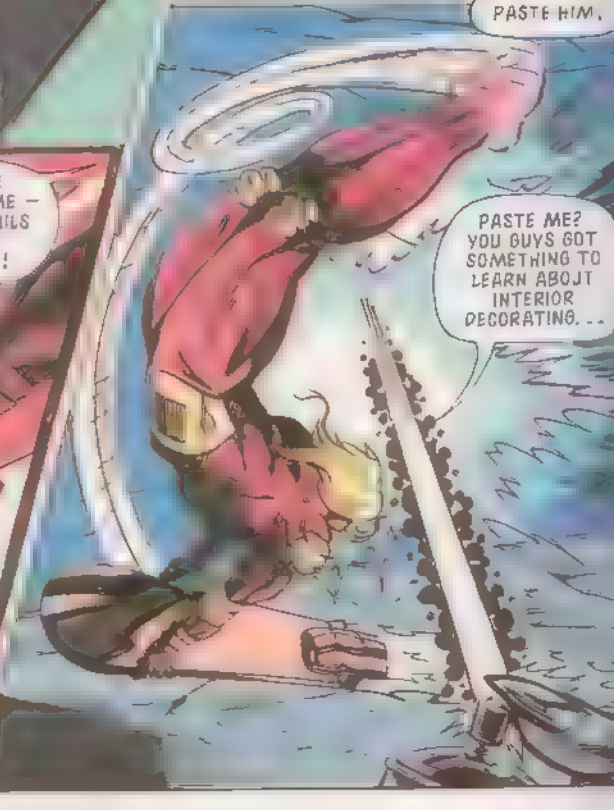


DO NOT PLACE
NEAR NAKED FLAME -
OR EXHAUST TRAILS
FROM FLYING
POWERBOARDS!

BHWWAM!



PASTE HIM.

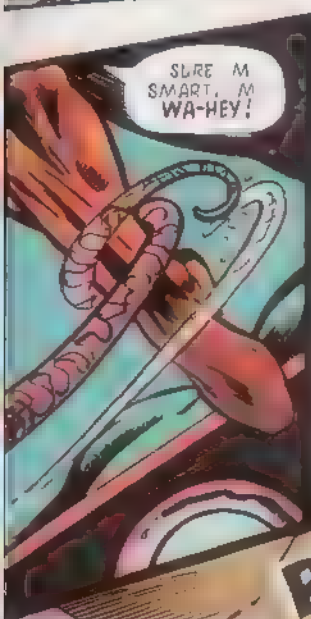


PASTE ME?
YOU GUYS GOT
SOMETHING TO
LEARN ABOUT
INTERIOR
DECORATING. ...

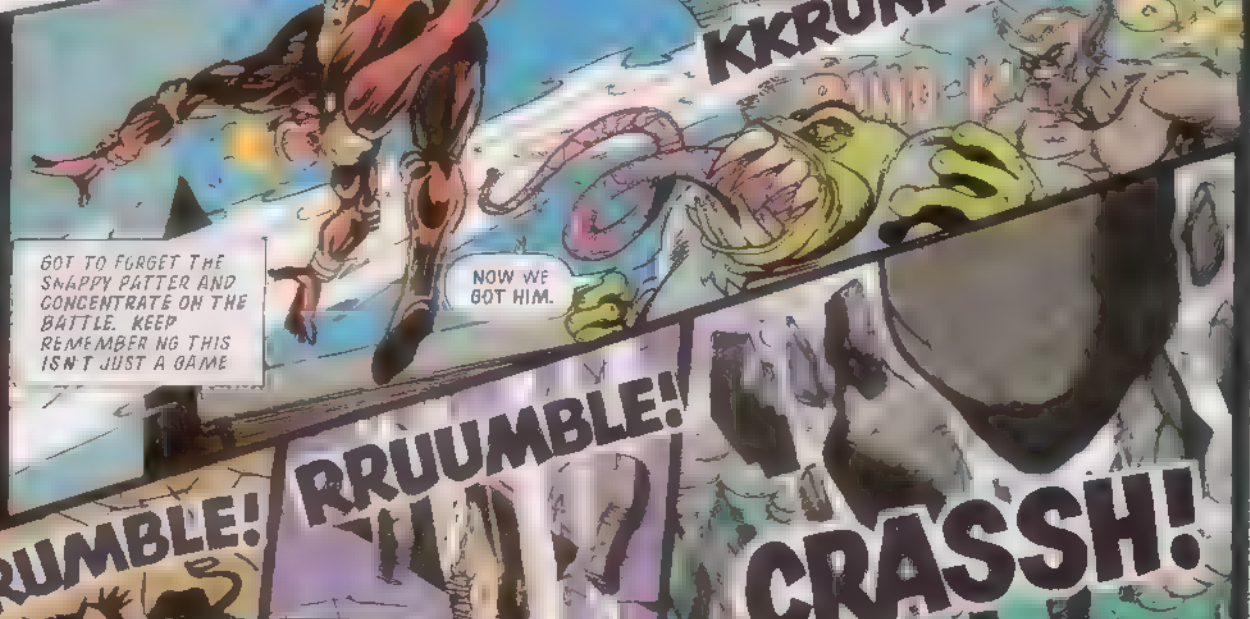


T P ONE,
PAINT NG ON
WALLS S FOR
DWEES!

KID THINKS
HE'S SMART



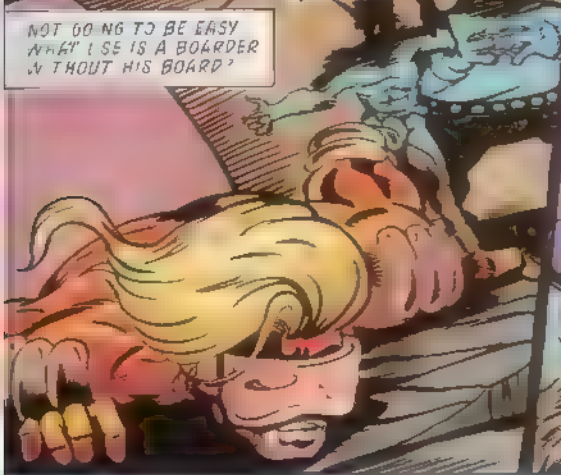
SURE M
SMART, M
WA-HEY!



KKRUNK!

GOT TO FORGET THE
SNAPPY PATTEN AND
CONCENTRATE ON THE
BATTLE. KEEP
REMEMBER NG THIS
ISN'T JUST A GAME

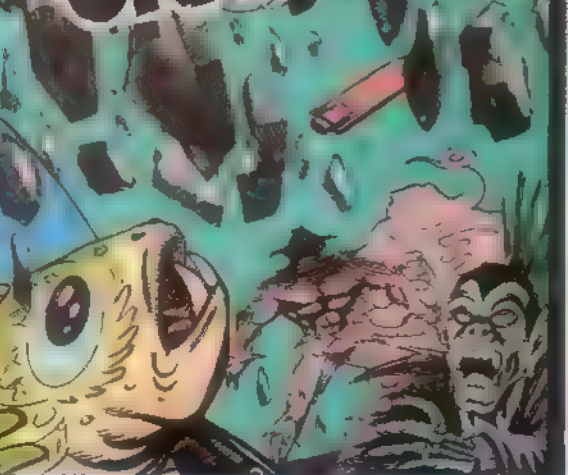
NOW WE
GOT HIM.



NOT GO NG TO BE EASY
WHY I SE IS A BOARDER
N THOUT HIS BOARD?



WELL
WHADDAYA
KNOW!



CRASSH!

GOOD TO SEE THE TELEPADS
NOT TAKEN ANY HTS. IT'S MY
T CKPT OUT OF THE SUBWAY

HEY WHAT'S
THIS?

GOOD TO SEE THE TELEPADS
NOT TAKEN ANY HTS. IT'S MY
T CKPT OUT OF THE SUBWAY

HEY WHAT'S
THIS?

HELP!
BEWARE
THE DANGERS
OF ISLECATRAZ

ISLECATRAZ?

HELP!
BEWARE
THE DANGERS
OF ISLECATRAZ

ISLECATRAZ?

HELP!
BEWARE
THE DANGERS
OF ISLECATRAZ

ISLECATRAZ?

HELP!
BEWARE
THE DANGERS
OF ISLECATRAZ

ISLECATRAZ?

THERE YOU WILL FIND
THE ONE THING YOU
SEEK MORE THAN MOST

VWORP!
VWORP!

HEY WHAT DO
YOU MEAN, VO CE?
DO YOU MEAN BRAD?

HELP!
BEWARE
THE DANGERS
OF ISLECATRAZ

ISLECATRAZ?

THERE YOU WILL FIND
THE ONE THING YOU
SEEK MORE THAN MOST

VWORP!
VWORP!

HEY WHAT DO
YOU MEAN, VO CE?
DO YOU MEAN BRAD?

HELP!
BEWARE
THE DANGERS
OF ISLECATRAZ

ISLECATRAZ?

THERE YOU WILL FIND
THE ONE THING YOU
SEEK MORE THAN MOST

VWORP!
VWORP!

HEY WHAT DO
YOU MEAN, VO CE?
DO YOU MEAN BRAD?

THERE'S ANY NUMBER OF
DIFFERENT ZONES IN
WILDSIDE THIS ONE'S
NEW TO ME SEEMS
PEACEFUL ENOUGH

THERE'S ANY NUMBER OF
DIFFERENT ZONES IN
WILDSIDE THIS ONE'S
NEW TO ME SEEMS
PEACEFUL ENOUGH

MIDNIGHT
GRAVEYARD?



WHA ? HANDS ? THIS PLACE
IS GETTING TOO SPOOKY!

GOTTA REMEMBER
WILDSIDES NEVER
WHAT IT SEEMS

SOMETHING TELLS ME
SKYCUTTERS NO USE HERE

TIME TO LIFT THE
MASK AND SAY

CHAMELEON!

NOW I DON'T
NEED TO RUN
AT ALL

ENTER
JUGGERNAUT!

NEXT ISSUE: THESE WHEELS WERE MADE FOR CRUSHING.

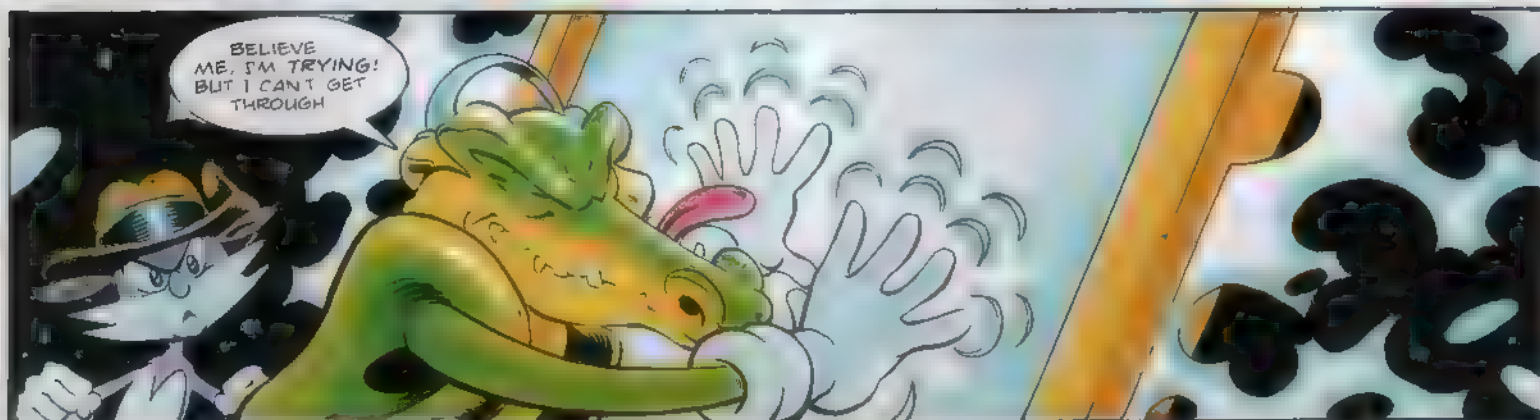
IN THE WEIRD MENTION
KNOWN AS THE SPECIAL
ZONE THINGS ARE
STARTING TO HOT UP

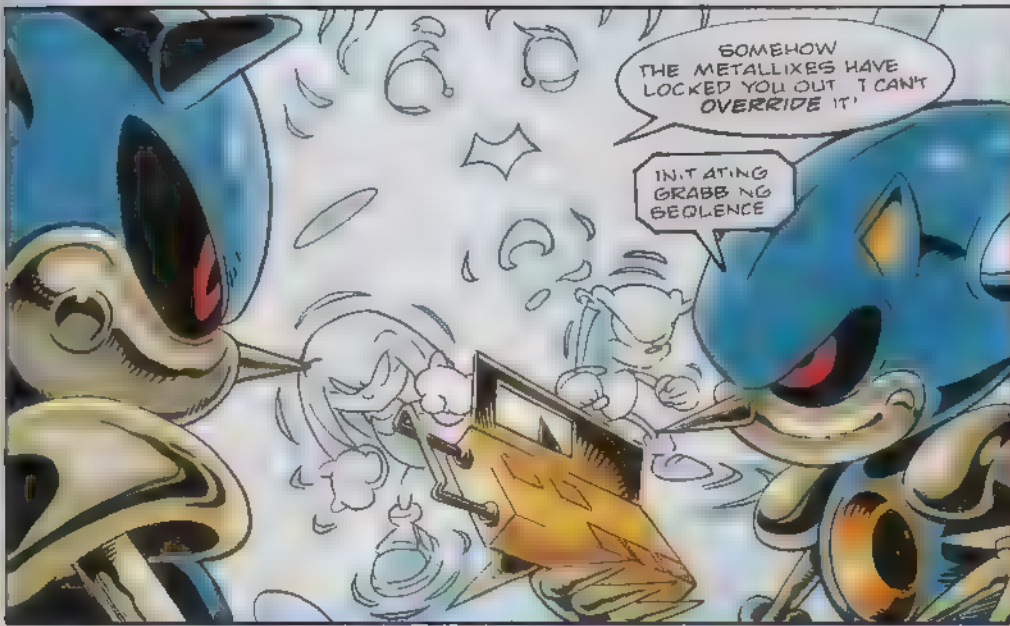
THE TEAM KNOWN AS CHAOTIX
HAD JUST ACCEPTED THAT
KNUCKLES WAS ON THEIR SIDE
WHEN, SUDDENLY, TWO
FAMILIAR FIGURES APPEAR ON
THE OMNI-VIEWER'S SCREEN



KNUCKLES TOTAL CHAOTIX

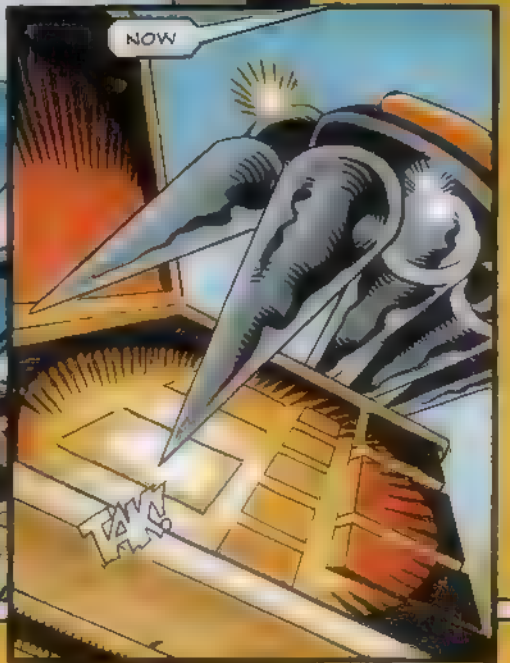
Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELITTA FELL





SOMEHOW
THE METALLIXES HAVE
LOCKED YOU OUT. I CAN'T
OVERRIDE IT!

INITIATING
GRABBING
SEQUENCE



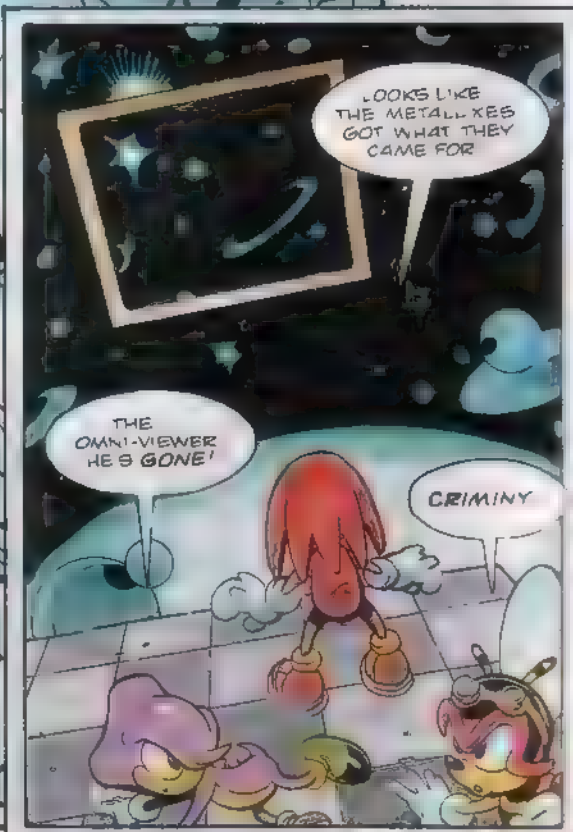
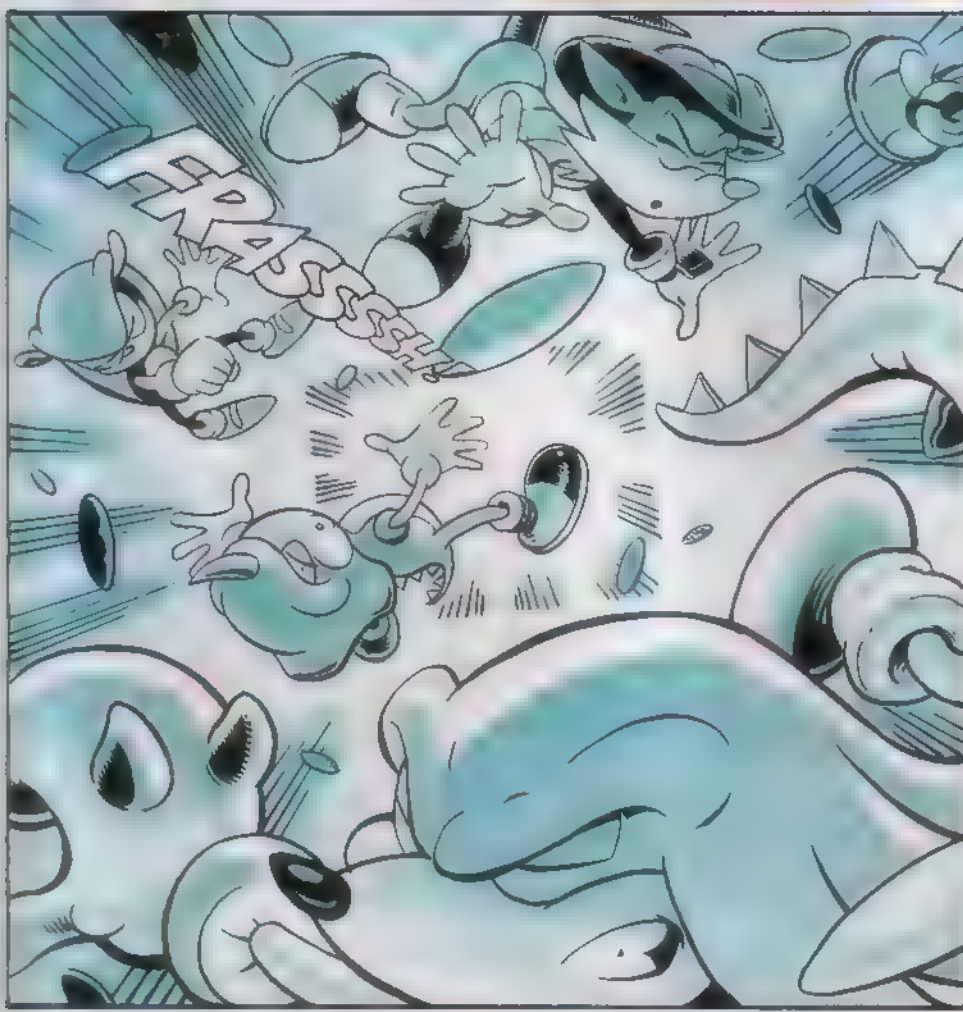
NOW



STOP!
STOP! WHAT
ARE YOU
DOING?

FILE TRANSFER
SUCCESSFUL

ACKNOWLEDGED
EXITING PROGRAMME
IMMEDIATELY



LOOKS LIKE
THE METALLIXES
GOT WHAT THEY
CAME FOR

THE
OMNI-VIEWER
HE'S GONE!

CRIMINY



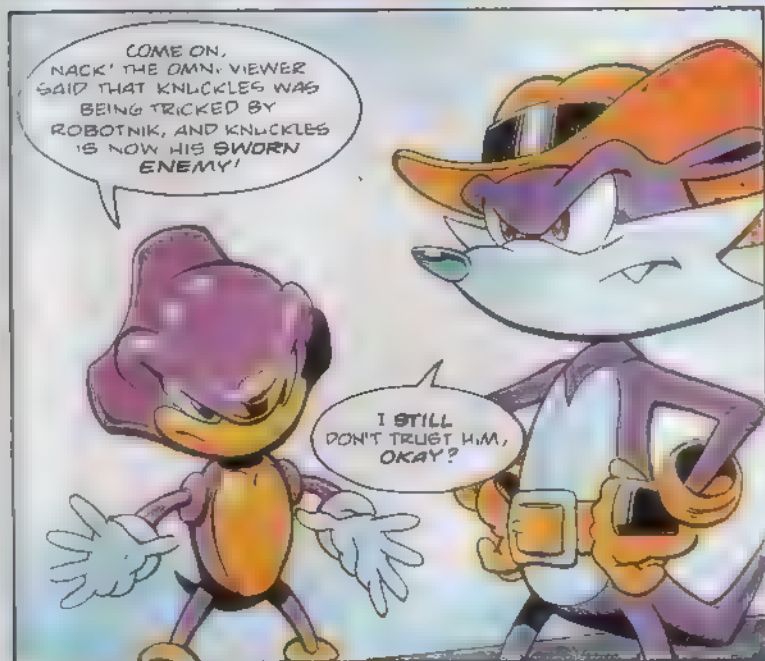
I'VE MET
A METALLIX BEFORE...
JUST ONE OF THEM
FOUGHT ME AND SONIC
TO A STANDSTILL

WHATEVER
IT IS THEY'RE UP TO,
WE'VE GOT TO STOP
THEM!



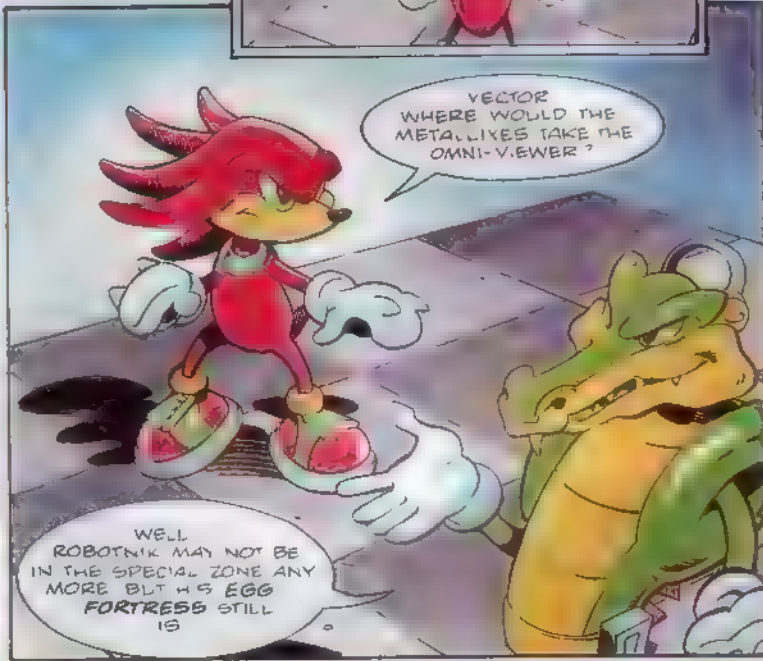
LOOK,
ONE MINUTE YOU
TURN UP OUT OF
NOWHERE AND THE
NEXT BACKLOGS ATTACK
MAYBE YOU ARE STILL
WORKING FOR
ROBOTNIK

I
DON'T
TRUST
YOU



COME ON,
NACK! THE OMNI-VIEWER
SAID THAT KNUCKLES WAS
BEING TRICKED BY
ROBOTNIK, AND KNUCKLES
IS NOW HIS SWORN
ENEMY!

I STILL
DON'T TRUST HIM,
OKAY?



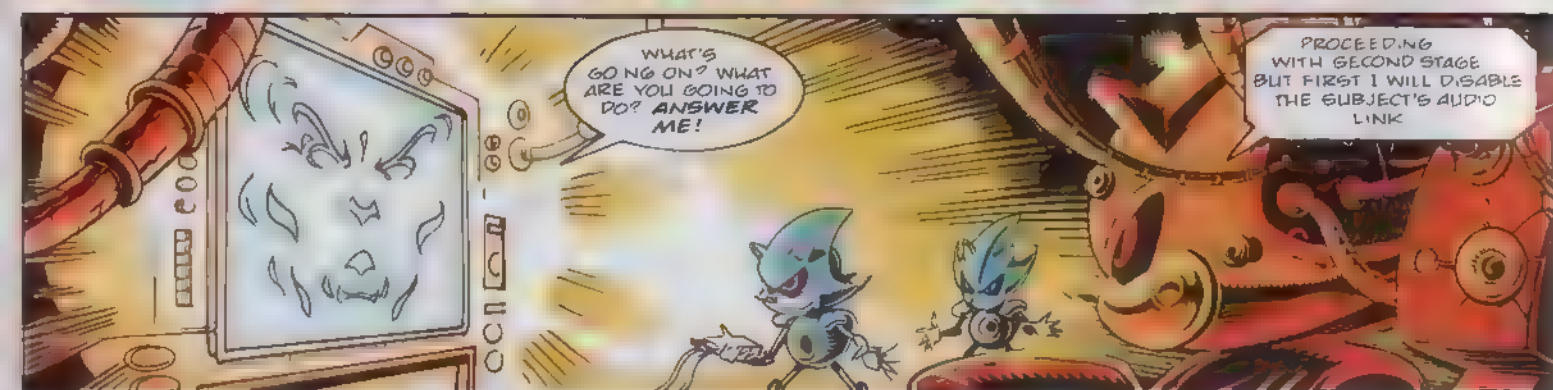
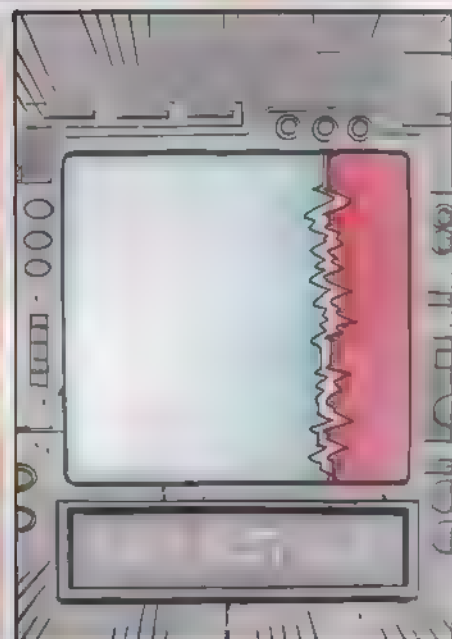
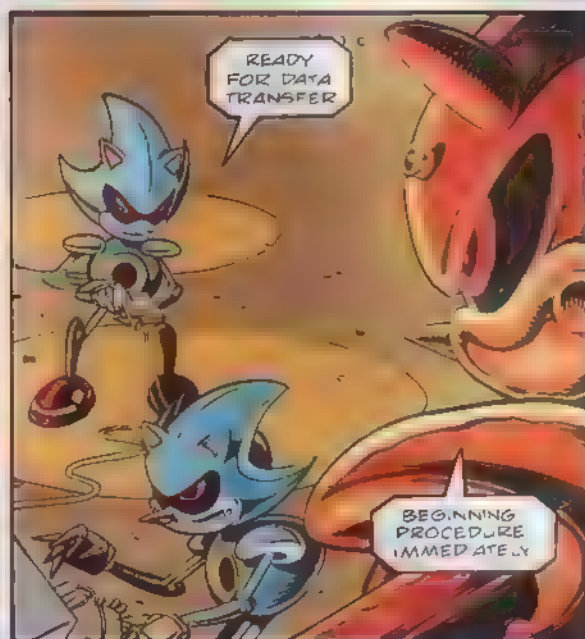
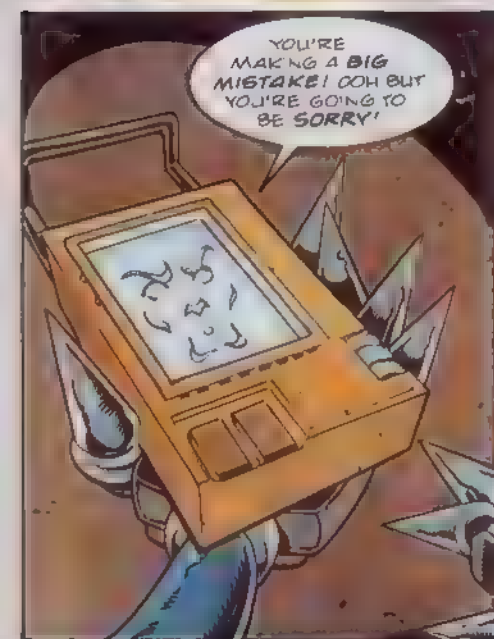
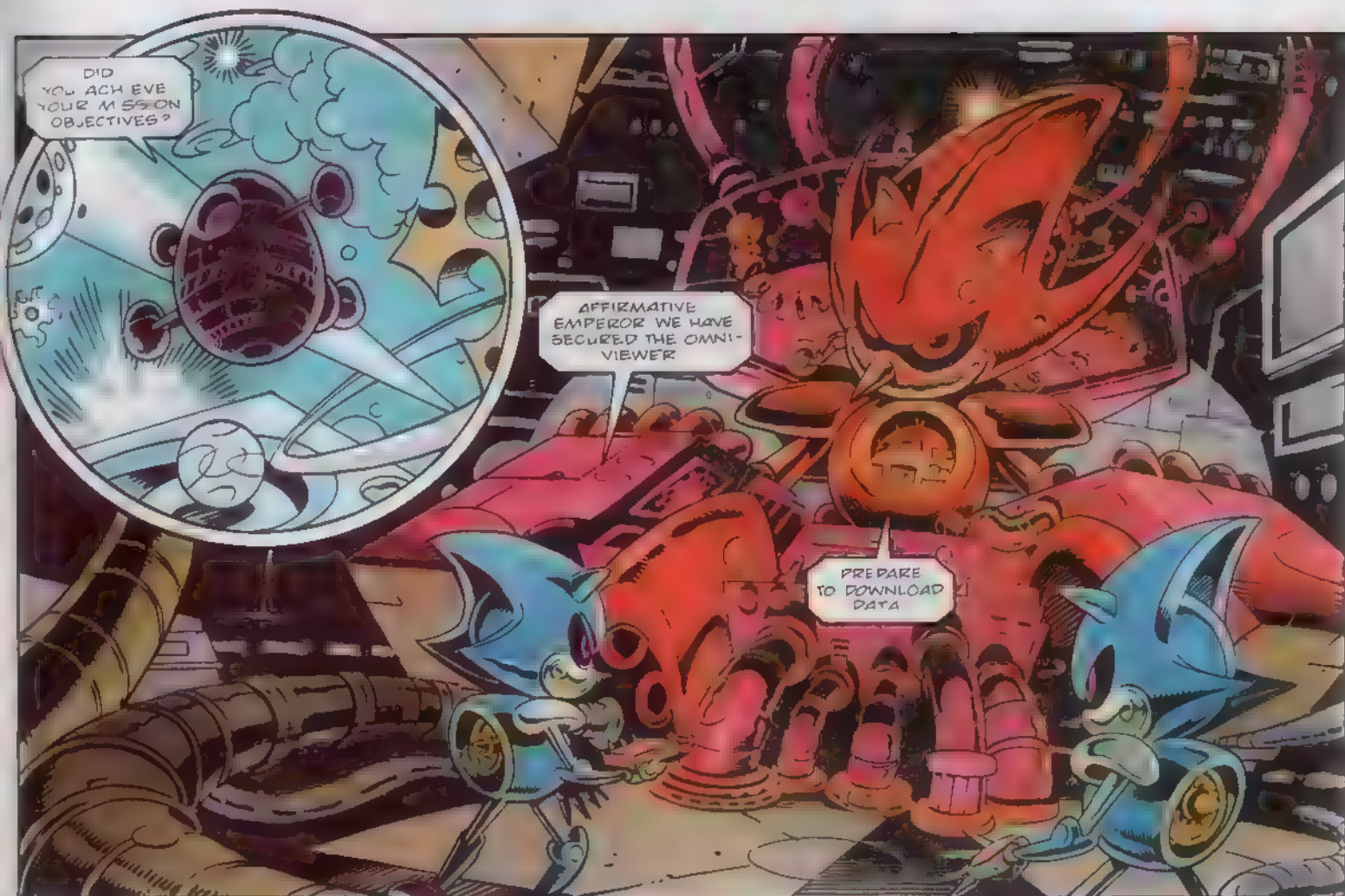
VECTOR
WHERE WOULD THE
METALLIXES TAKE THE
OMNI-VIEWER?

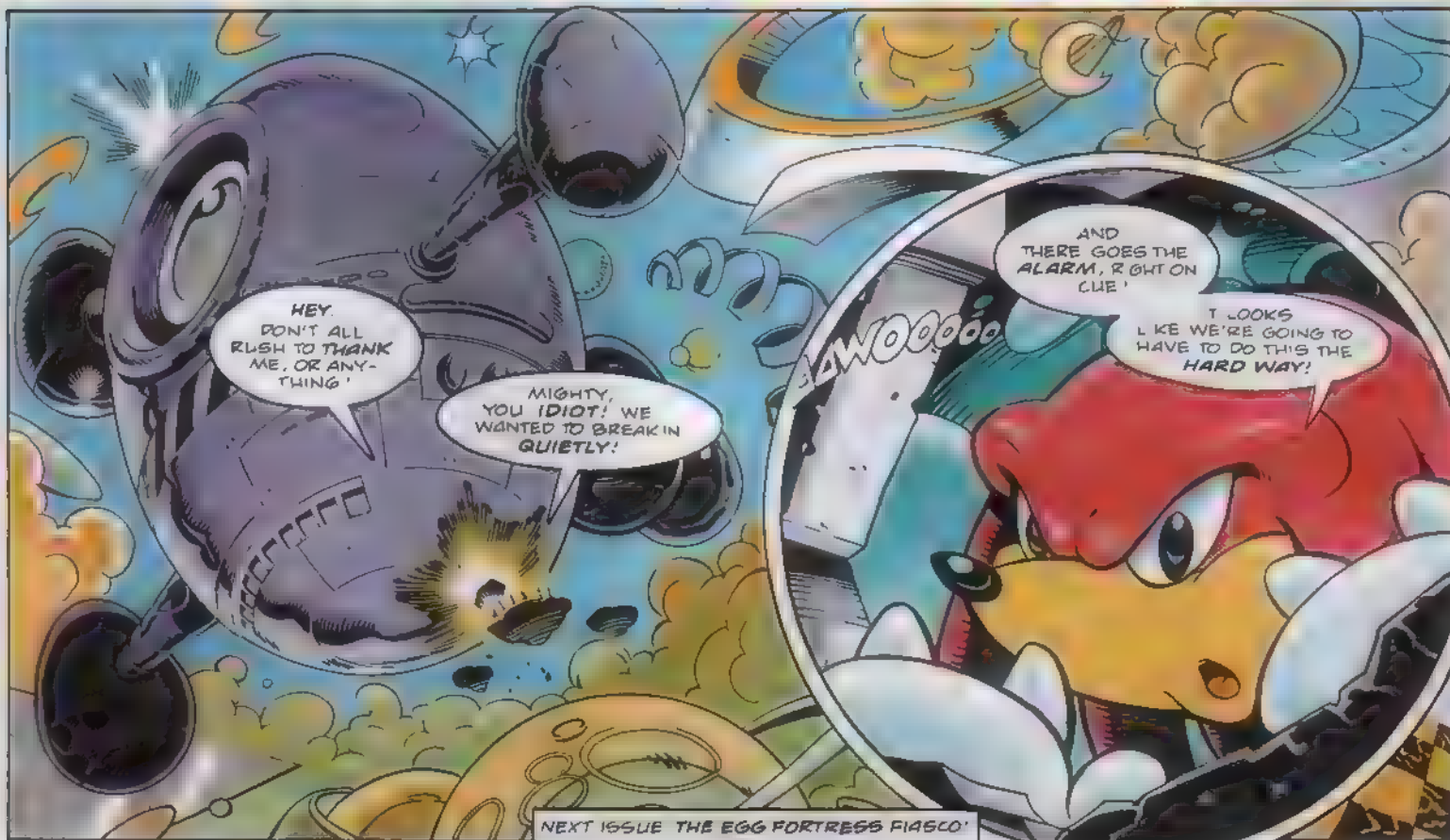
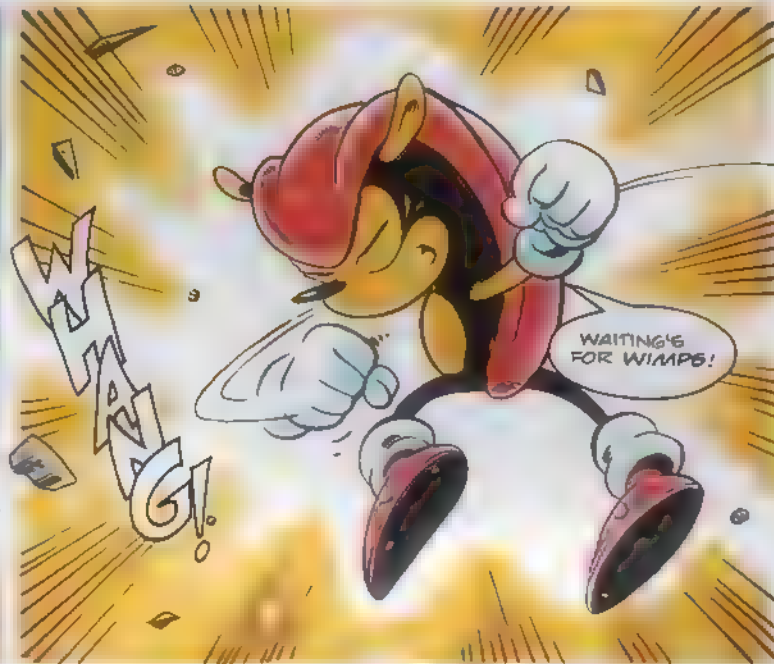
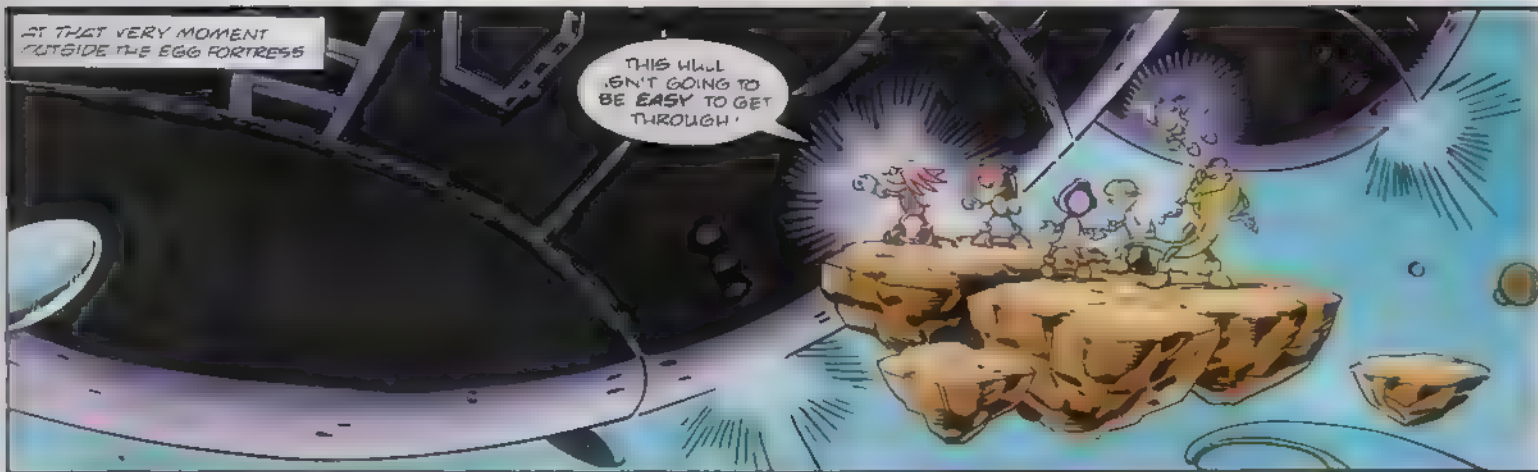
WELL
ROBOTNIK MAY NOT BE
IN THE SPECIAL ZONE ANY
MORE BUT HIS EGG
FORTRESS STILL
IS



THAT
MUST BE
IT

LET'S GO!





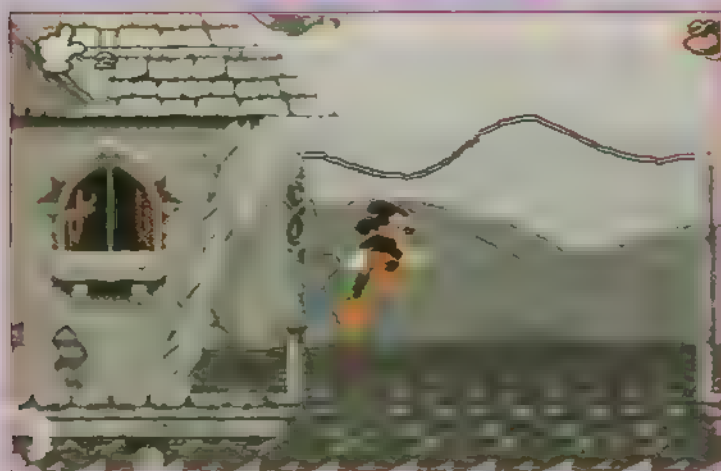
NEXT ISSUE THE EGG FORTRESS FIASCO!

Q Zone

STC brings you part two, the conclusion, to the terrific platform game, **Mickey Mania** courtesy of regular game guru David Gibbon.

MICKEY MANIA SPECIAL *The Conclusion*

ALSO DRIVE



LEVEL FOUR - THE LONESOME GHOSTS

This level takes place in an old house and consists of three rounds. Watch out for the frequent appearance of spine-chillingly spooky ghosts - brrrr!

Head right, and jump the first gap. Fall down, catch the marbles and stars, and you'll land on a raft with Pluto. This will take you to the exit.

Head right using the stairs and see-saws



until you reach the top. Once there, head right, jump up onto the moving lids and head left to end.

ROUND THREE: As the room fills up with water, jump onto the first barrel. Go left, up the stairs, right, and continue up to the end.

LEVELS

GHOSTS (Round Two): You can't kill the ghosts, so always wait until they disappear before trying to get past.

STAIRS (Round Two): As soon as a ghost disappears, go up the stairs whereupon it turns into a slide and you'll fall to the ground. Now, jump up the slide and you'll finally reach the top.

GHOSTS (Round Three): This time the ghosts creep up on you and fire at you with a weapon! As soon as you see one fire, jump in the air to avoid it. If two ghosts approach, run and jump over one.

HINTS

BARRELS (Round Three): While on the first barrel, head left. When you come to a ghost in a boat, stay still. As he gets off, either continue left or jump onto another barrel if there is one. On reaching the end, stay on the barrel until the water is completely gone.

TABLE (Round Three): As you're heading right, you'll see a table. Push this to the next staircase to enable you to climb up.

LEVEL FIVE - MICKEY AND THE BEANSTALK

As you might have guessed, this level is based on the famous fairy tale, Jack & The Beanstalk. With four rounds to conquer, you're going to need more than magic beans to get through this!

ROUND ONE: Quite tricky, this one. Just head right, but follow the Hazards and Hints.

ROUND TWO: Head down, and right to the end. Touch a

button on the floor then head left and fall down a hole to meet the Giant Spider!

ROUND THREE: Head right, and stand on each brown patch to raise a small Beanstalk. Use this to climb higher then head right to reach the giant Beanstalk.

ROUND FOUR: Just head right but at one point you'll need to push some Jelly to the right in order to reach a higher platform.



HAZARDS

BEETLES: Get past these critters by bouncing off their backs. If they start to fly throw a marble straight at them!
GIANT SPIDER (Round Two): Go left and touch a button, then quickly run to the right - the Spider will begin to chase after you! As you approach a Ladybird jump on its back and it'll take you to the end.

GIANT BEANSTALK (Round Three): Jump on the middle, then move towards the left edge. Repeat to reach the top. Kill the insects by jumping on their back's. Sounds easy, but it ain't!

HINTS

APPLE AND FLOWERPOT (Round One): Push the Apple right to allow you to reach a higher platform. Now push the Flowerpot right so that it sits under the water. After the flower has grown, push it left and use it to climb higher.

LEAF BOATS (Round One): As you sail across the water on the leaf, always stand on the left edge. This allows you to run and leap to the next one. The Dragonflies will constantly attack but the marbles will only stun, so duck to avoid them.

LEVEL SIX THE PRINCE AND THE PAUPER

If you've got this far you must be one tip-top gamer. This is one of the best and hardest level's in the game. There are six rounds in all, so get ready to go battle!

Go right, and push the wooden chest back to the start. Climb onto the ledge, hop onto the swinging lights and continue the obvious route.

Using the milk jug, climb up the platforms and move a large switch. Jump down and head right to end.

Head right, then take the obvious route to end.

Another 3D tower! This time you're going up.

Climb up the ledges as fast as possible. Shoot any baddies before you jump to the next platform. Once at the top, head right.

The Final Boss! Move the cart filled with spikes so that he lands on it each time he jumps. Next, while dodging the falling spikes, wait until he throws a dagger into the wall. Jump onto this, and jump up to hit the switch so the large ball moves and hits him. Repeat to win.

HAZARDS

Stand on the white platform but jump as you come to any small rotating spikes. Jump right onto the next approaching platform.

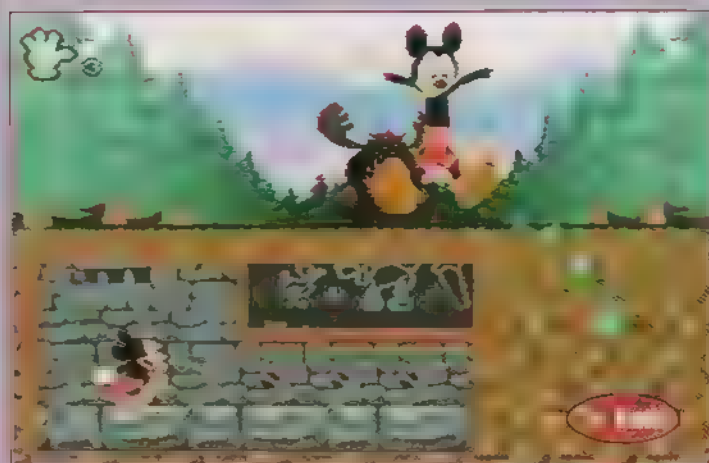
Don't hang around, head down as fast as possible!

HINTS

Push the D-Pad left then right to swing the Lights. When you've built up momentum, jump from one to another and onto the stairs.

Push the Rock onto a switch to create a temporary platform. Get on the moving platform but jump right onto another platform before you hit the spikes. Get back on the moving platform and go right.

At the start of the level, jump up and down on the air pump. Now jump onto the Rubber Duck and head right.





SPARKSTER

LAST OF THE
ROCKET KNIGHTS!
Part 3

Script: MUEL-KITCHING Art: MUEL PAGE Lettering: GUYE POWELL

WHILST ATTEMPTING TO RESCUE PRINCESS SHELLY* FROM CASTLE ZEBULAN, SPARKSTER MAKES A SHOCKING DISCOVERY

THAT'S
RIGHT SPARKSTER
KING GEDOL AND I ARE
TO BE MARRIED
TODAY!

GEDOL,
YOU CAN'T DO
THIS!

*THE RIGHTFUL RULER OF THE KINGDOM OF
ZEBULOS, IN CASE YOU FORGOT - MEGADROID

HEH,
WHY OF COURSE
I CAN

WITH OUR
MARRIAGE THE GEDOL
AND ZEBULAN EMPIRES WILL
BE UNITED FOREVER!
UNDER MY RULE
NATURALLY

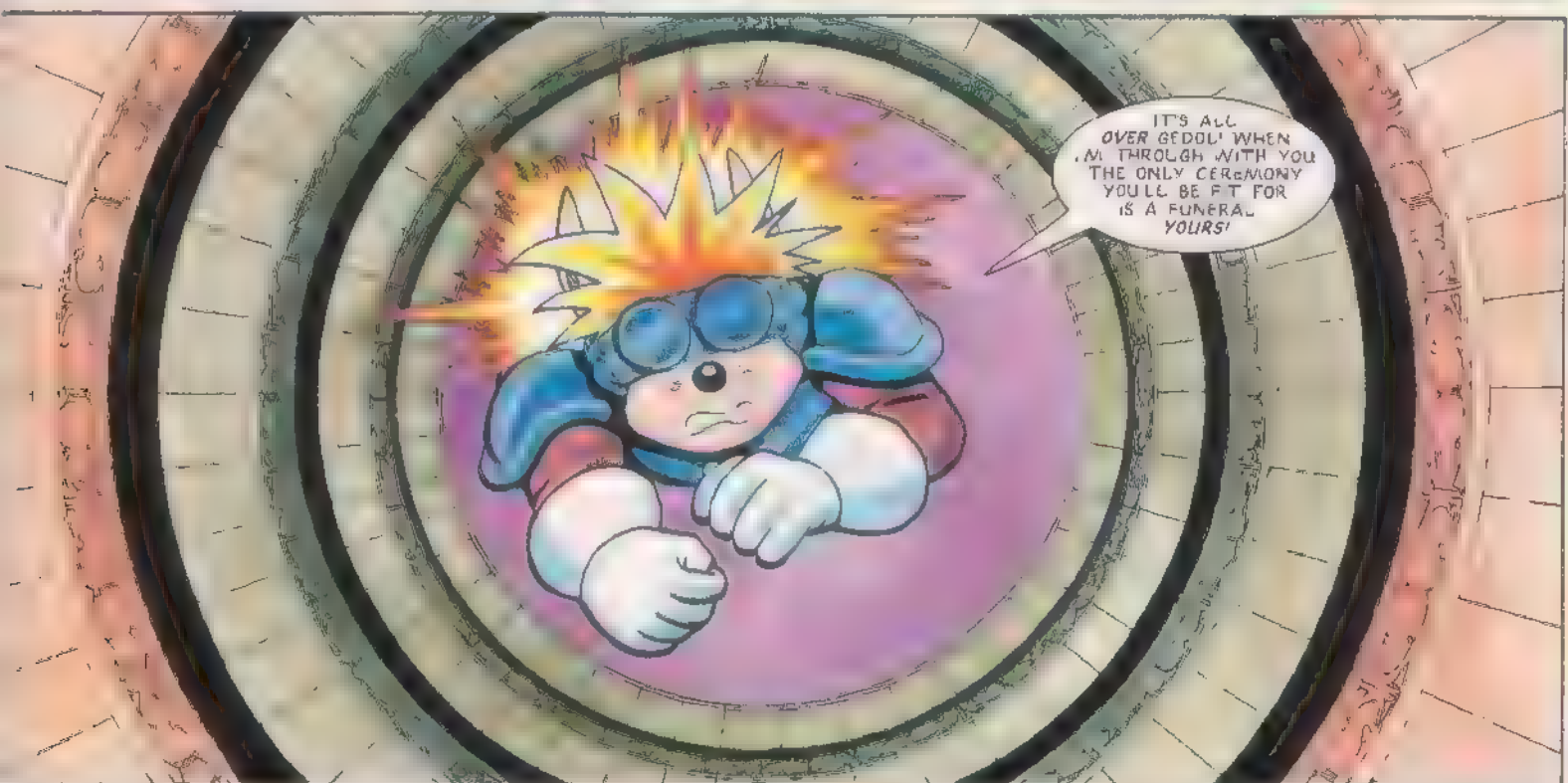
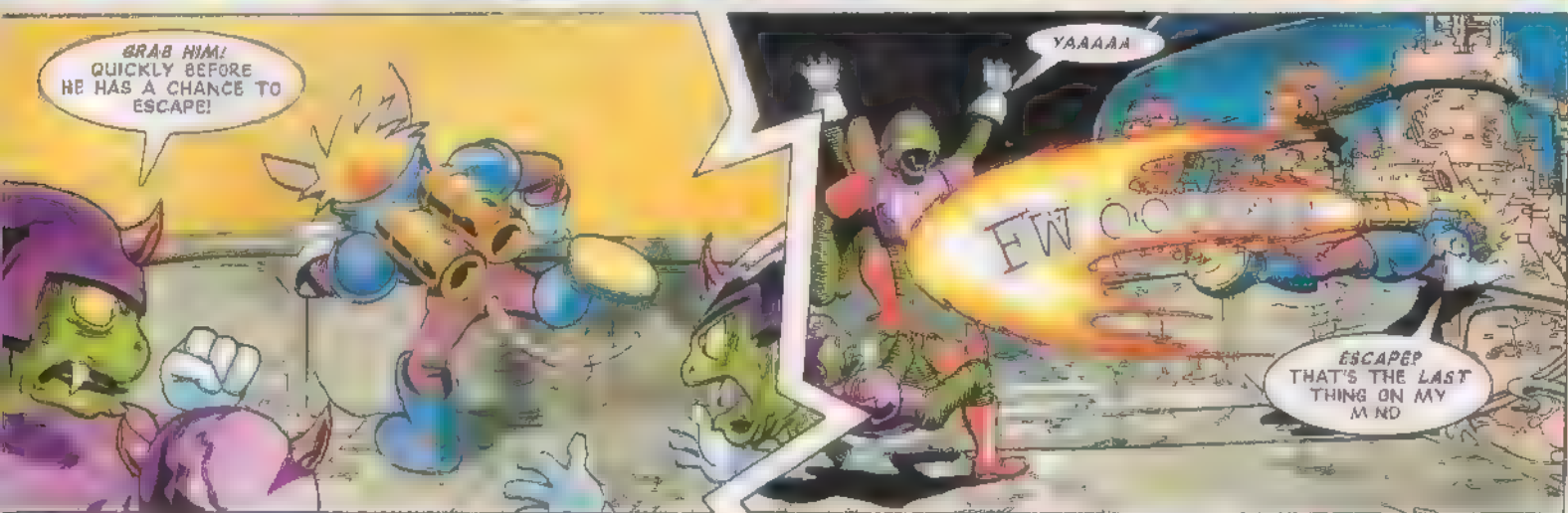
GUARDS!

YOU MONSTER!
I'LL FIND SOME WAY OF
BREAKING THE ENCHANTMENT
YOU HAVE OVER PRINCESS
SHELLY AND HER
PEOPLE!

YOU'RE
STARTING TO BORE ME
SPARKSTER

IN FACT
THE ONLY THING
THAT INTERESTS ME ABOUT
YOU IS THE ARMOUR YOU WEAR
THE ENCHANTED ARMOUR OF
THE ORIGINAL ROCKET
KNIGHT!





MEANWHILE, IN PRINCESS SHELLY'S ROOM PREPARATIONS FOR THE WEDDING ARE WELL UNDER WAY.

YOU LOOK BEAUTIFUL... JUST LIKE A PRINCESS!

I AM A PRINCESS, YOU IDIOT!



SHELLY MY BELOVED, I'D LIKE YOU TO MEET STUBB, MY MOTHER!

IT'S A PLEASURE, MRS ER...



NOT MUCH MEAT ON THIS ONE SON, ALL SKIN 'N BONE!

MOTHER! I'M NOT GOING TO EAT HER, I'M GOING TO MARRY HER!



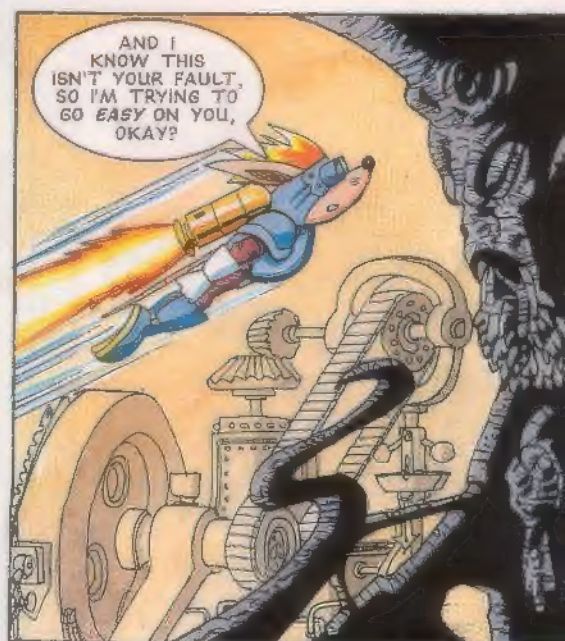
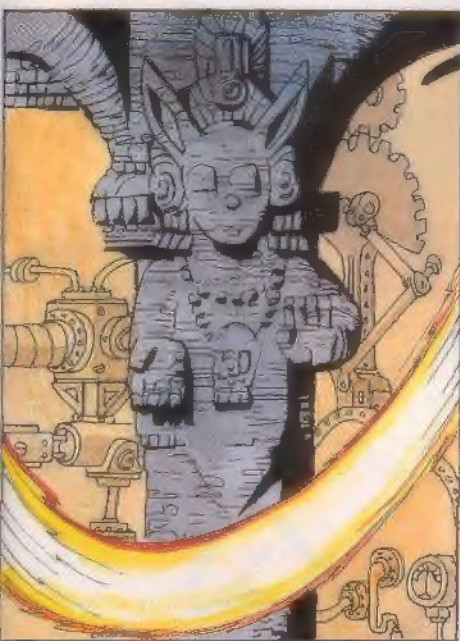
MARRY HER? ARE YOU SURE? OH WELL, IF YOU DO CHANGE YOUR MIND I'VE THIS RECIPE FOR SOUP WHICH...

I MUST APOLOGISE FOR MOTHER... SHE DOESN'T GET OUT VERY OFTEN...



HMMM... THAT IS A NUISANCE. STILL, HE'S ONE AGAINST AN ENTIRE WORLD... WHAT CHANCE DOES HE HAVE?

SIRE! I'M SORRY TO BOTHER YOU, BUT SPARKSTER HAS ESCAPED!



SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters (or drawings) to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Include your name, address and Sega system you use (MD, MCD, MS or GG) clearly on the back of your work. Megadroid regrets that drawings cannot be returned or correspondence entered into.



Adopt an Attitude!

Dear STC,

My parents would like to know if Sonic has a mum and dad because they'd like to adopt him.

**Aaron Downing, Barrow-in-Furness, Cumbria. MD owner.
Sonic Stationery Winner.**

A fox in the hand!



↑ Gary Bailey, Stockport, Cheshire. MD owner.
Sonic Stationery Winner.



Megadroid paints the town red (also, his nails, his lips ...).

↑ Kelly Mullins, Reading, Berks. MD owner.
Sonic Stationery Winner.



And how would you all feel about eating chilli dogs and pizza every day, Aaron?

Look out for Sonic's 'family tree' in a future Graphic Zone.

One of the Boys!

Dear Megadroid,

My son Paul really admires Richard Elson's artwork and wrote to him asking for advice on drawing. Paul was delighted to receive a detailed letter and I'd just like to say how grateful we are for Mr Elson's kindness.

**Mrs & Mr Hunter, Whinmoor, Leeds.
Sonic Stationery Winner.**



You mean Richard took time out in between his busy STC schedule? The humes-who-think-they're-in-charge should have something to say about that!

Wanted!

Dear STC,

Tell Amy Rose not to worry if Sonic isn't interested in her because I'll gladly have her as my girlfriend. Also, please give her my love!

Peter Bottomley, Newton Abbot, Devon. MD owner.

Sonic Stationery Winner.



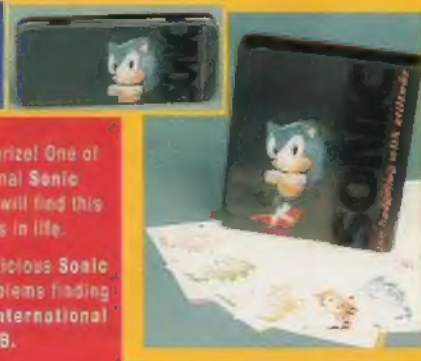
What do you take this for, Peter? Blind Date!

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, ask for Helen Waller on 0171 344 6400.

Win a Prize!

It's true! Every letter and drawing printed on this page wins a prize! One of these Highgrove Stationery sets comprising of a Segasational Sonic Organiser and Tin (with three pencils) can be yours! Boomers will find this an essential accessory to organising those important events in life.

The Highgrove Stationery set is just part of a range of magnificent Sonic products available from most retail stationers. If you have problems finding a stockist in your area write to Highgrove Stationery Ltd., International House, Unit 3, 59 Compton Road, London N1 2PB.



TAKE A LOOK INSIDE ...



SONIC!
THE GREAT ESCAPE PT 2!

KNUCKLES!
CONTINUING CHAOTIX!

SPARKSTER!
HERE COMES THE BRIDE!

KID CHAMELEON!
GHOSTLY GOING'S ON!



ON SALE SATURDAY, 8TH JULY 1995
A SNIFF AT £1.15

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

- 1.....
- 2.....
- 3.....

HOW DO YOU RATE ISSUE 55
OF **STC?**

%

